# Parallel 4-Dimensional Cellular Automaton Track Finder for the CBM Experiment

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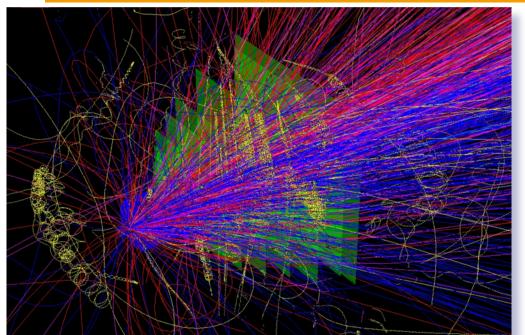








# Reconstruction Challenge in CBM at FAIR/GSI

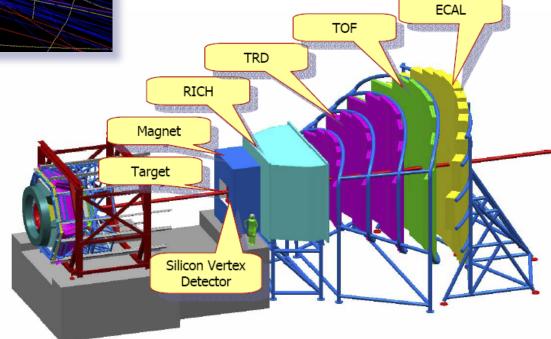


- Future fixed-target heavy-ion experiment
- 10<sup>7</sup> Au+Au collisions/sec
- ~ 1000 charged particles/collision
- Non-homogeneous magnetic field
- Double-sided strip detectors (85% fake space-points)

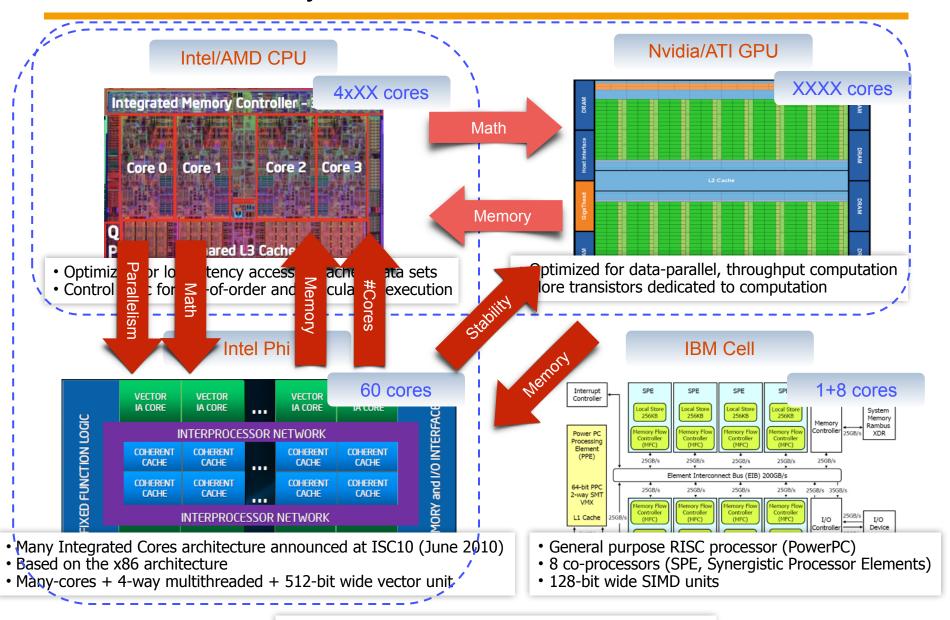
Full event reconstruction will be done on-line at the First-Level Event Selection (FLES) and off-line using the same FLES reconstruction package.

Cellular Automaton (CA) Track Finder Kalman Filter (KF) Track Fitter KF short-lived Particle Finder

All reconstruction algorithms are vectorized and parallelized.



# Many-Core CPU/GPU Architectures



Future systems are heterogeneous, but using the same code

# Kalman Filter (KF) Track Fit Library

### Kalman Filter Methods

### Kalman Filter Tools:

- KF Track Fitter
- KF Track Smoother
- Deterministic Annealing Filter

### Kalman Filter Approaches:

- Conventional DP KF
- · Conventional SP KF
- Square-Root SP KF
- UD-Filter SP
- Gaussian Sum Filter

### Track Propagation:

- Runge-Kutta
- Analytic Formula

### **Implementations**

### Vectorization (SIMD):

- Header Files
- Vc Vector Classes
- ArBB Array Building Blocks
- OpenCL

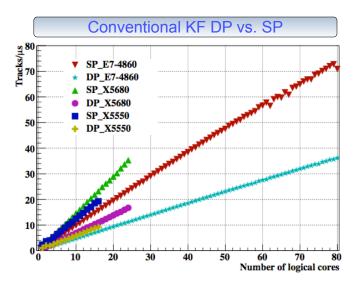
### Parallelization (many-cores):

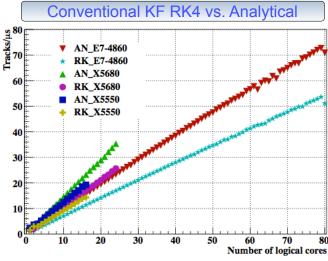
- Open MP
- ITBB
- ArBB
- OpenCL

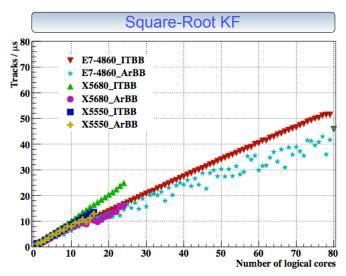
### Precision:

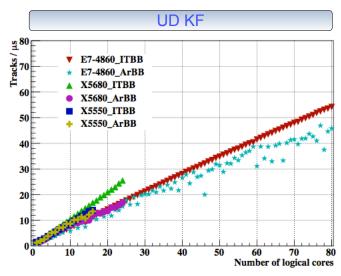
- single precision SP
- double precision DP

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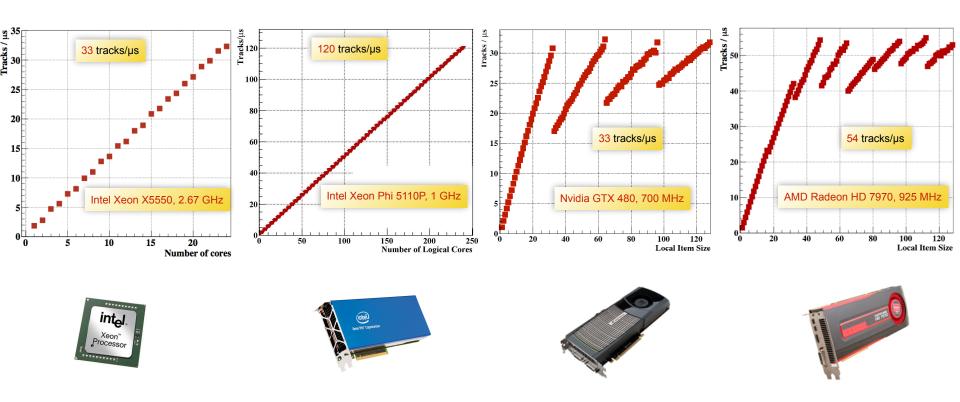




Strong many-core scalability of the Kalman filter library

with I. Kulakov, H. Pabst\* and M. Zyzak (\*Intel)

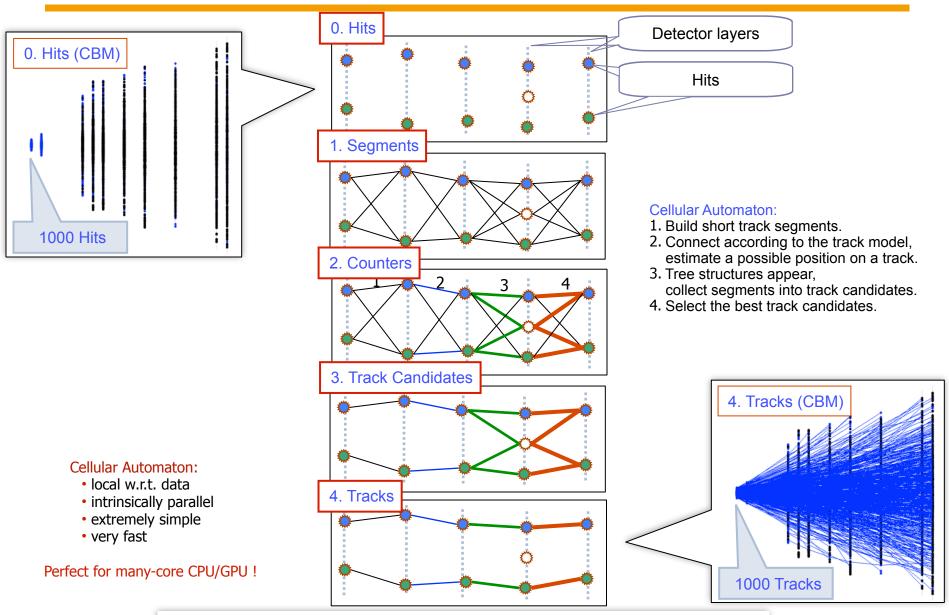
# Kalman Filter (KF) Track Fit Library



- Scalability with respect to the number of logical cores in a CPU is one of the most important parameters of the algorithm.
- The scalability on the Intel Xeon Phi coprocessor is similar to the CPU, but running four threads per core instead of two.
- In case of the graphic cards the set of tasks is divided into working groups and distributed among compute units (or streaming multiprocessors) and the load of each compute unit is of the particular importance.

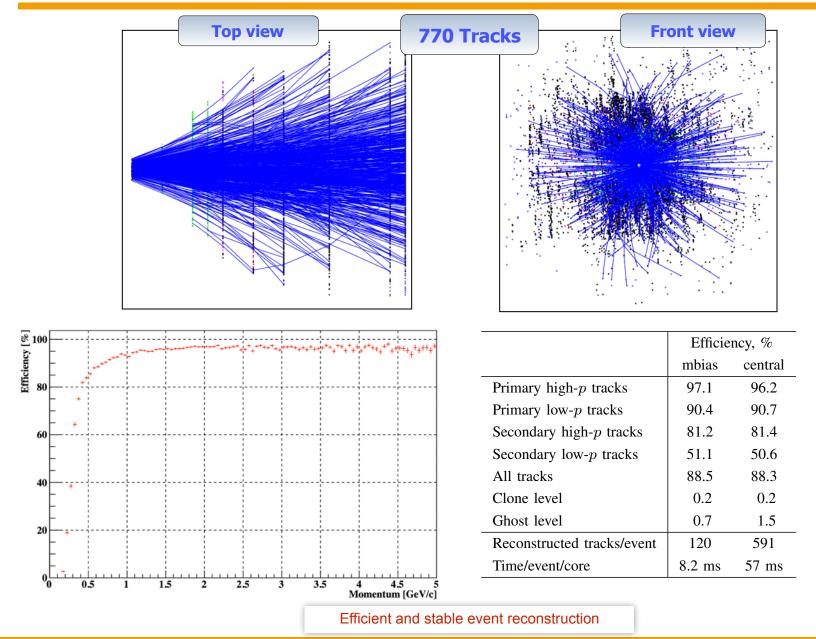
Full portability of the Kalman filter library

# Cellular Automaton (CA) Track Finder



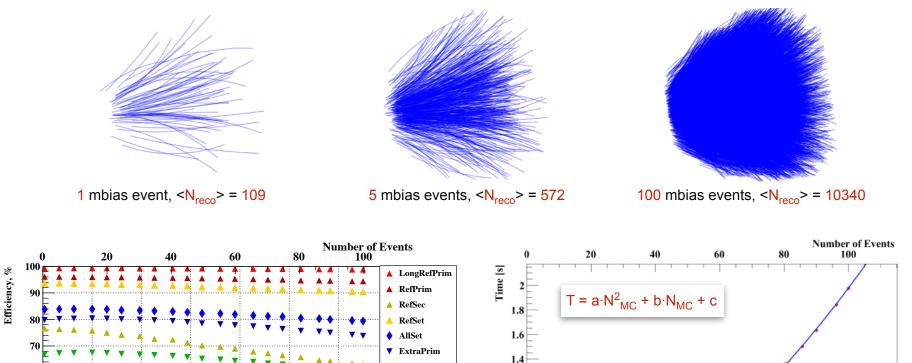
Useful for complicated event topologies with large combinatorics and for parallel hardware

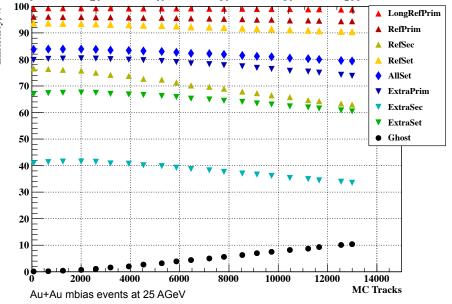
# **CA Track Finder: Efficiency**

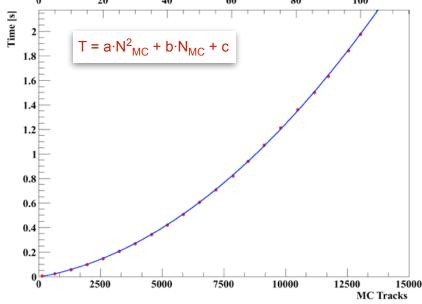


# CA Track Finder at High Track Multiplicity

A number of minimum bias events is gathered into a group (super-event), which is then treated by the CA track finder as a single event

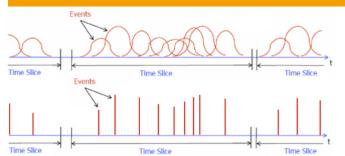






Stable reconstruction efficiency and time as a second order polynomial w.r.t. to track multiplicity

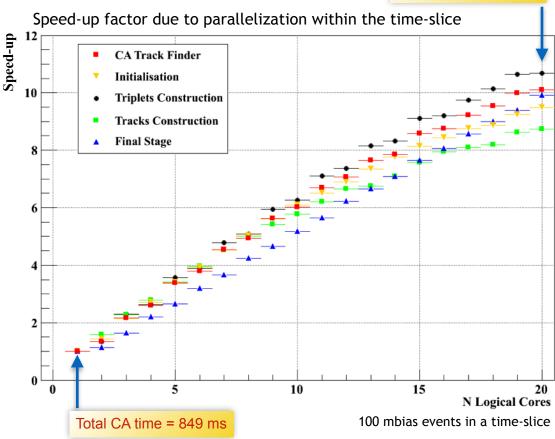
# Time-based (4D) Track Reconstruction with CA Track Finder



Stage of the algorithm	% of total execution time	
Initialisation	8	
Triplets construction	64	
Tracks construction	15	
Final cleaning	13	

Efficiency, %	3D	3+1 D	4D
All tracks	83.8	80.4	83.0
Primary high- $p$	96.1	94.3	92.8
Primary low- $p$	79.8	76.2	83.1
Secondary high- $p$	76.6	65.1	73.2
Secondary low- $p$	40.9	34.9	36.8
Clone level	0.4	2.5	1.7
Ghost level	0.1	8.2	0.3
Time/event/core, ms	8.2	31.5	8.5

- The beam in the CBM will have no bunch structure, but continuous.
- Measurements in this case will be 4D (x, y, z, t). Significant overlapping of events in the detector system.
- Reconstruction of time slices rather than events is needed.

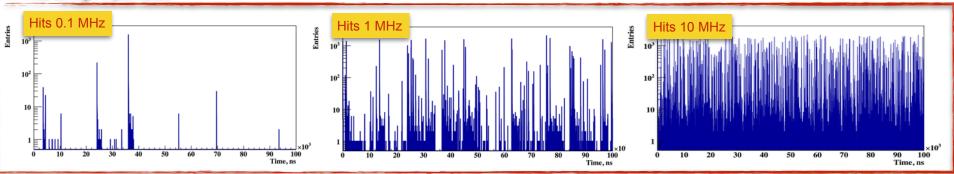


4D event building is scalable with the speed-up factor of 10.1; 3D reconstruction time 8.2 ms/event is recovered in 4D case

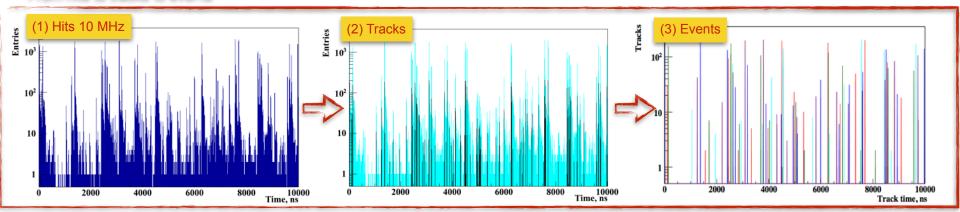
Total CA time = 84 ms

# 4D Event Building at 10 MHz

### Hits at high input rates



### From hits to tracks to events



Reconstructed tracks clearly represent groups, which correspond to the original events 83% of single events, no splitted events, further analysis with TOF information at the vertexing stage

# Summary

- The Kalman Filter track fit library is vectorized, parallelized and portable to CPU/Phi/GPU architectures.
- The Cellular Automaton track finder is vectorized, parallelized and updated for time-based (4D) track finding in time-slices.
- 4D event building is done after all tracks in the time-slice are found.